



The Game Localization Handbook

By Heather Maxwell Chandler, Stephanie O'Malley Deming



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Part of the New Foundations of Game Development Series! As games become more popular in international markets, developers and publishers are looking for ways to quickly localize their games in order to capitalize on these markets. Authored by two internationally known experts in game localization, The Game Localization Handbook, Second Edition provides information on how to localize software for games, whether they are developed for the PC, console, or other platforms. It includes advice, interviews, and case studies from industry professionals, as well as practical information on pre-production, production, translation, and testing of localized SKUs. Written for producers, translators, development personnel, studio management, publishers, students, and anyone involved directly or indirectly with the production of localized games, this single-reference handbook provides insightful guidelines to all the tasks involved for planning and executing successful localizations.

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Editorial Review

About the Author

Heather Chandler (Raleigh, NC) has over eight years of international experience in creating multimedia with a number of different platforms, including PC, Internet, and Film. She has worked at Activision, Electronic Arts, and Red Storm Entertainment in a variety of production roles, and she contributed articles to *Secrets of the Game Business* (Charles River Media, 2003).

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